AMENDMENT TO CLAIMS:

1-15. (Canceled)

16-29. (Canceled)

30. (Currently Amended)   A computer network system for processing data residing in a virtual space activated on a said computer network, said network system said computer network comprising:

a plurality of terminal devices for a plurality of participants to participate in said virtual space wherein said virtual space comprises a realistic graphical representation of a virtual town to a user via the computer network; and

a virtual-space creating server to create and activate said virtual space in which said plurality of participants can conduct economical activities for each other;

a virtual-currency creating server to create a virtual currency being effective in said virtual space as a counter-value for said economical activities conducted by each of said plurality of participants;

a virtual-currency storage device that is provided with first deposit accounts for said plurality of participants so that each of said plurality of participants can deposit or withdraw said virtual currency into/from said virtual-currency storage device;

a value-information storage device that is provided with second deposit accounts for said plurality of participants so that each of said plurality of participants can deposit or withdraw value information, which represent a value acquired as a result of said economic activities

conducted by each of said plurality of participants, into/from said value-information storage device; and

a currency exchanging server to exchange said virtual currency for a real currency being effective in a real world or for another virtual currency being effective in another virtual space;

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wherein said plurality of terminal devices, said virtual-space creating server, said virtual-currency creating server, said virtual-currency storage device, said value-information storage device and said currency exchanging server are coupled to each other through said network, so that said virtual currency, said value information, said real currency and said other virtual currency are exchangeable for each other; and

wherein said currency exchanging server evaluates said virtual currency in comparison with said real currency or with said other virtual currency so as to determine a floating exchange rate in response to a current status of a fluctuating value balance between said virtual currency and said real currency or said other virtual currency, and then, exchanges said virtual currency for said real currency or said other virtual currency, based on said floating exchange rate.

31. (Currently Amended)   The computer network system of claim 30,

wherein a value of said value information is represented by value data indicating an amount of said virtual currency, and said value information are deposited or withdrawn into/from said value-information storage device, while being correlated with said value data.

32. (Currently Amended)   The computer network system of claim 30,

wherein a value of said value information is represented by value data indicating an amount of said virtual currency; and said network system further comprising:

a value-information evaluating server to evaluate said value information, so as to generate said value data based on a result of evaluating said value information.

33. (Currently Amended)   The computer network system of claim 30, further comprising:

an identification-data generating server to generate identification data sets, each of which is attached to each of said plurality of participants, between which said virtual currency is exchanged within said virtual space.

34. (Currently Amended)   The computer network system of claim 30, further comprising:

a determining server to determine whether or not each of said plurality of participants is

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authorized to participate in said virtual space, based on each of said identification data sets generated by said identification-data generating server, so that said determining section allows a participant, having an authorized identification data set, to participate in said virtual space.

35. (Currently Amended)   The computer network system of claim 33,

wherein said value information are deposited or withdrawn into/from said value-information storage device, while being correlated with said identification data set.

36. (Currently Amended)   The computer network system of claim 33,

wherein said virtual currency are deposited or withdrawn into/from said virtual-currency storage device, while being correlated with said identification data set.

37. (Currently Amended)   The computer network system of claim 30,

wherein said value information are image information.

38. (Currently Amended)   The computer network system of claim 30,

wherein said virtual currency is paid to a participant, being one of said plurality of participants, as reward for a time period in which said participant is restricted to said economical activities in said virtual space.

39. (Currently amended)   One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, cause the computer to:

execute a program for executing operations steps for processing data residing in a virtual space activated on a network, through which a plurality of terminal devices for a plurality of participants to participate in said virtual space, a virtual-currency storage device, and a value-information storage device, are coupled to each other, said program comprising the functional steps of:

said steps comprising:

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creating and activating said virtual space in which said plurality of participants can conduct economical activities for each other <u>wherein said virtual space comprises a realistic graphical representation of a virtual town and</u>;

creating a virtual currency being effective in said virtual space as a counter-value for said economical activities conducted by each of said plurality of participants;

providing first deposit accounts for said plurality of participants in said virtual-currency storage device so that each of said plurality of participants can deposit or withdraw said virtual currency into/from said virtual-currency storage device;

providing second deposit accounts for said plurality of participants in said value-information storage device so that each of said plurality of participants can deposit or withdraw value information, which represent a value acquired as a result of said economic activities conducted by each of said plurality of participants, into/from said value-information storage device;

exchanging said virtual currency for a real currency being effective in a real world or for another virtual currency being effective in another virtual space;

wherein, in said exchanging functional step, said virtual currency is evaluated in comparison with said real currency or with said other virtual currency so as to determine a floating exchange rate in response to a current status of a fluctuating value balance between said virtual currency and said real currency or said other virtual currency, and then, said virtual currency is exchanged for said real currency or said other virtual currency, based on said floating exchange rate.

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40. (New)   A method for remotely conducting commerce in a virtual space created over a computer network through which a user may participate in activities and conduct business transactions in the virtual space, comprising:

providing a realistic graphical representation of a virtual town to the user via the computer network; and

providing at least one graphical representation of a character as an agent of the user, the graphical representation being able to interact and communicate with other graphical representations of other users, and being able to move throughout the virtual town to work and earn first currency being effective in the virtual town to buy goods or services based on a user's inputted directions through the computer network.

41.   (New) The method for conducting commerce in a virtual space of claim 40 further comprising:

providing a graphical representation of a virtual bank for exchanging the first currency to a second currency being effective in a real world or another virtual town, wherein

the virtual bank determines a value of the first currency based on a total value of business transactions in the virtual town and determines an exchange rate between the first currency and the second currency, and declares the exchange rate so as to encourage users to participate in business transactions in the virtual town by providing a more favorable exchange rate as the total value of the business transactions rises to predetermined target levels.

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42. (New)   The method for conducting commerce of claim 40, further comprising:

providing a company in the virtual town so that the users of the virtual town can work for

the company to earn the first currency.

43.(New)   The method for conducting commerce of claim 40, wherein the virtual town

comprises buildings, streets, stores, businesses, and offices.

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